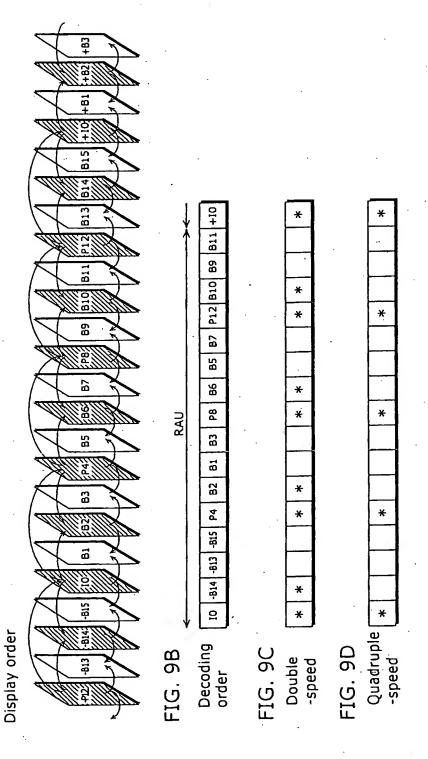
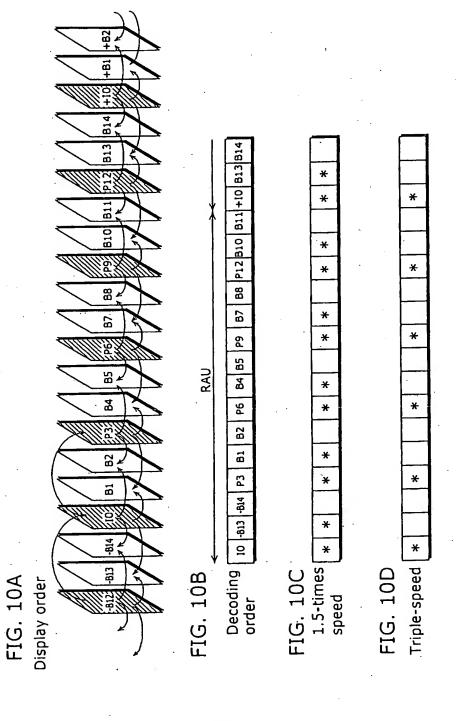
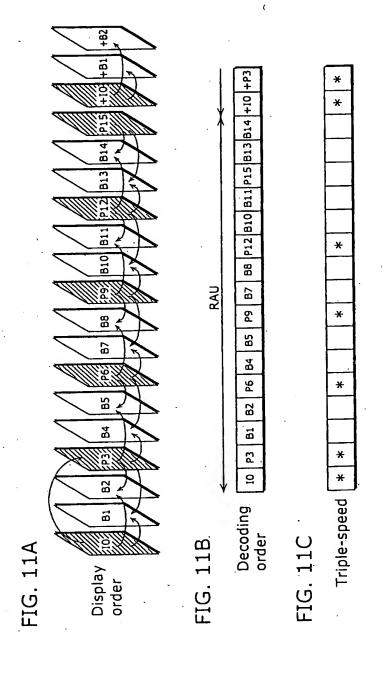
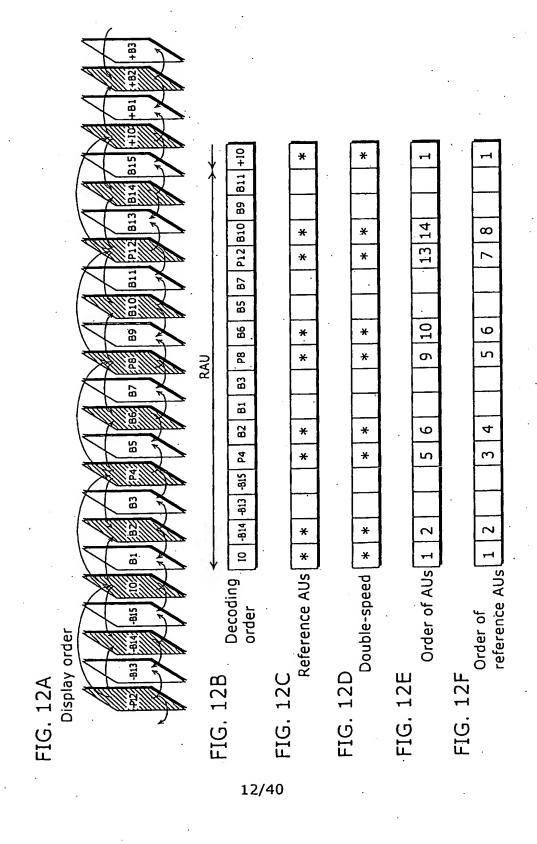


FIG. 9A









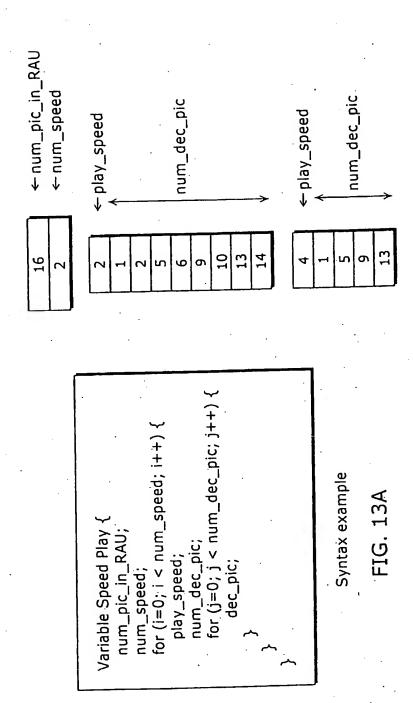
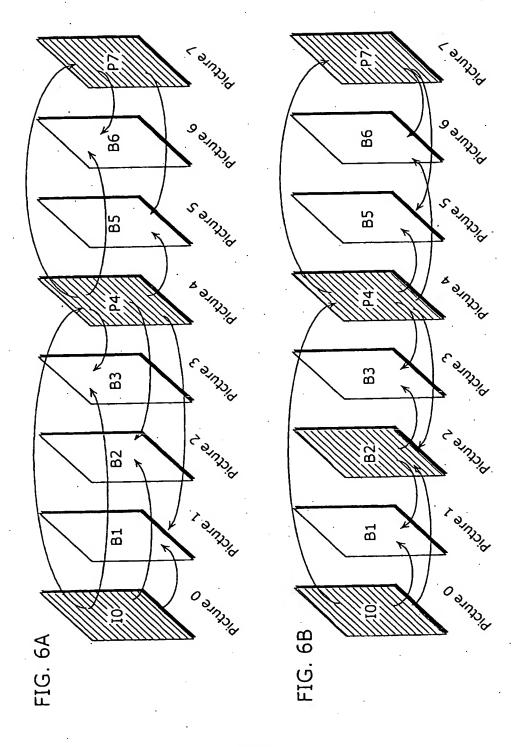


FIG. 13B

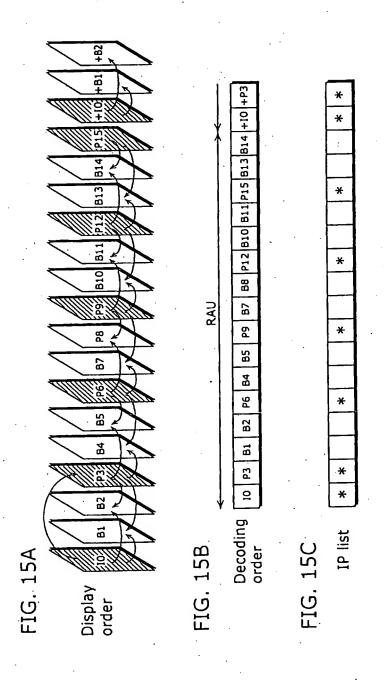
Data storage unit

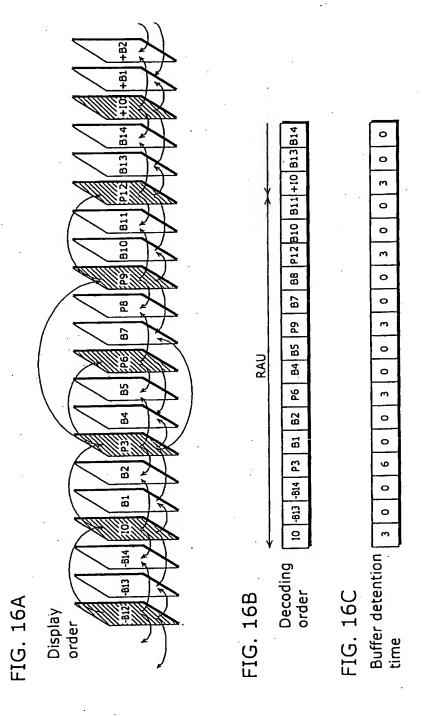
FIG. 14

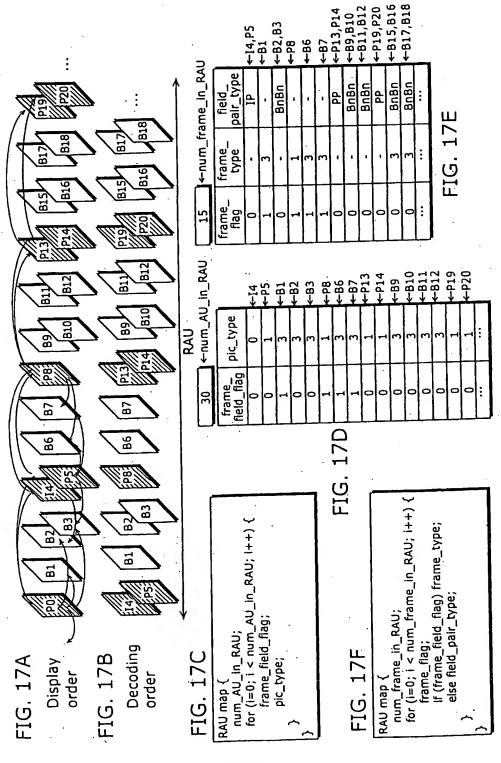
```
Variable Speed Play {
    num_pic_in_RAU;
    num_speed;
    for (i=0; i < num_speed; i++) {
        play_speed;
        num_dec_pic;
        pts_dts_flag;
        for (j=0; j < num_dec_pic; j++) {
            dec_pic;
            if (pts_dts_flag) diplay_order;
        }
    }
}</pre>
```



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FIG. 18A

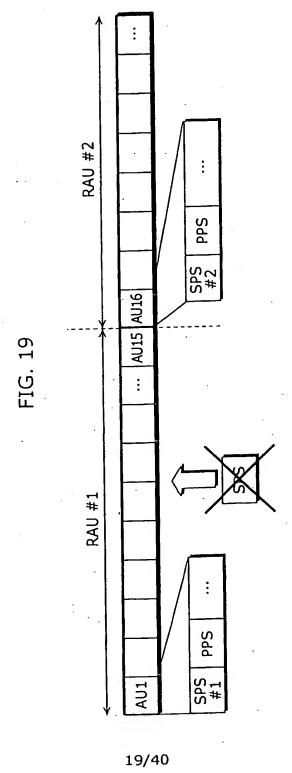
```
RAU map {
    num_AU_in_RAU;
    for (i=0; i < num_AU_in_RAU; i++) {
        picture_structure;
        picture_type;
    }
}
```

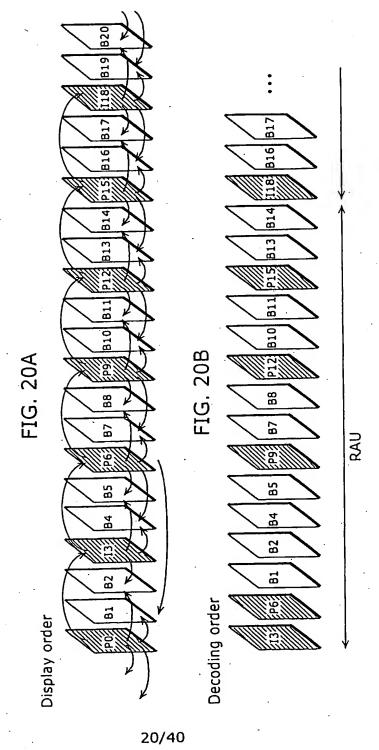
FIG. 18B

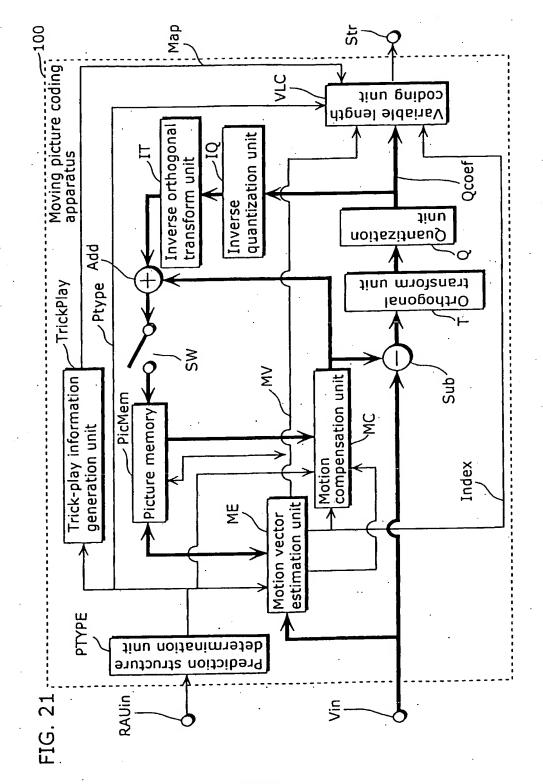
```
picture_structure: Field
or Frame
.
```

FIG. 18C

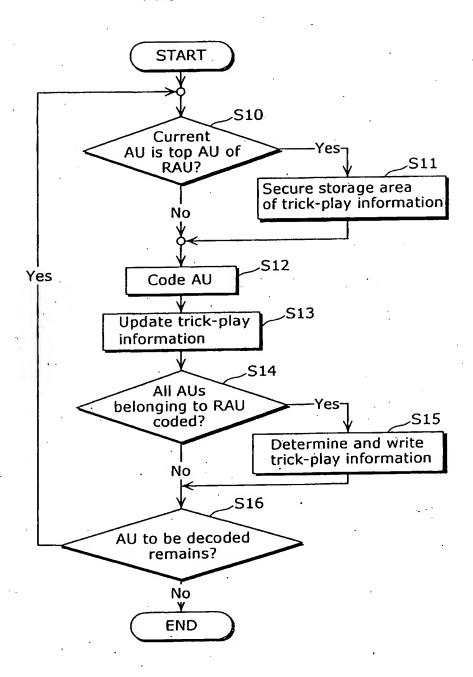
```
picture_type: I picture
or Reference B picture
or Non-reference B picture
or P picture
```

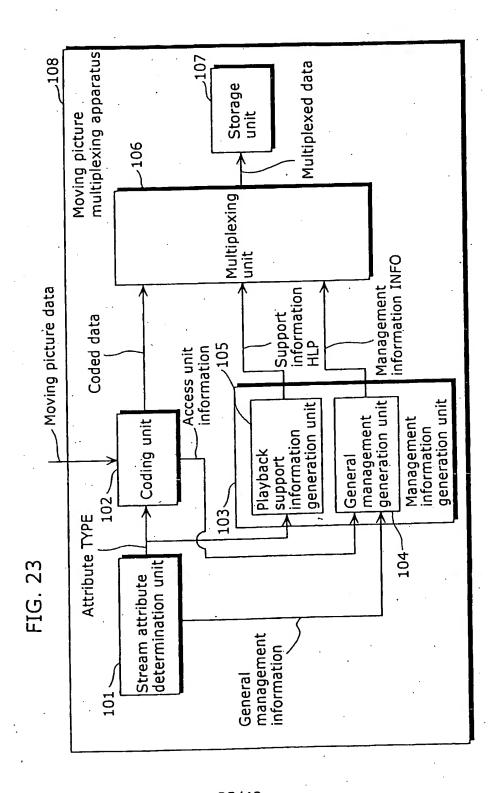






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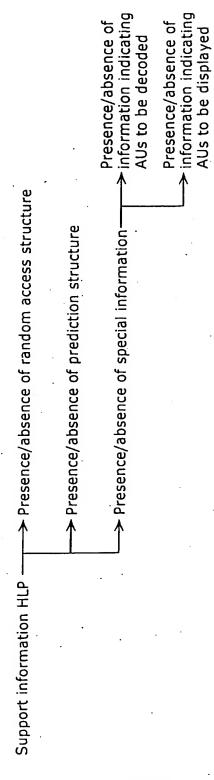
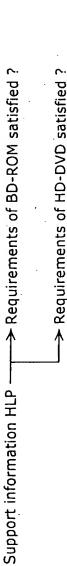


FIG. 24B



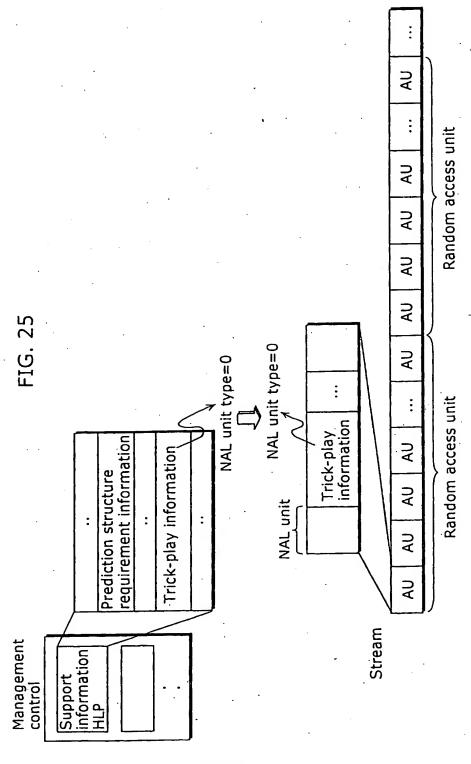
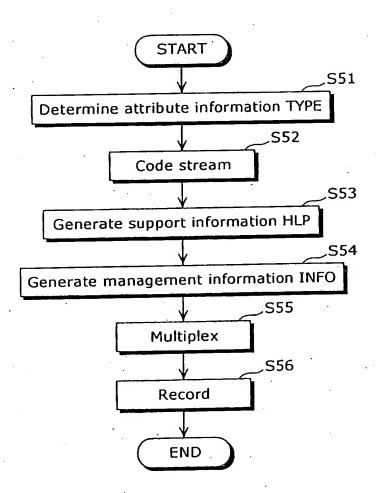


FIG. 26



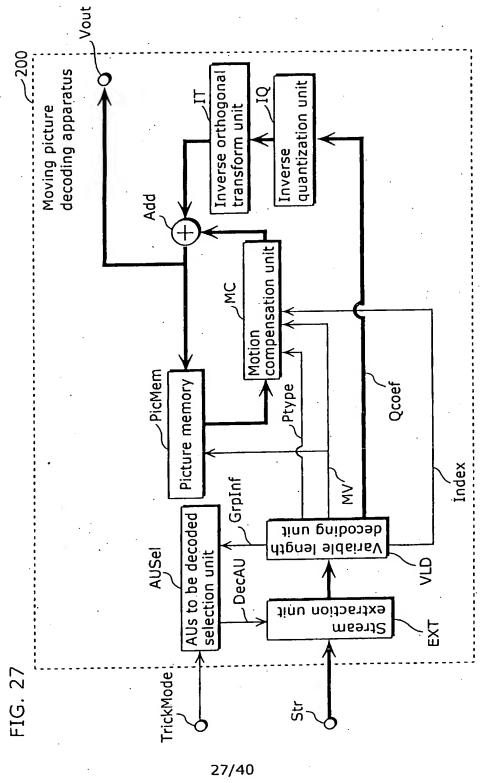


FIG. 28

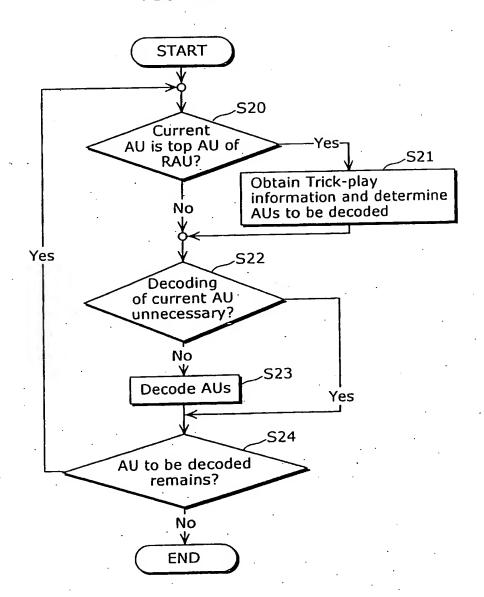
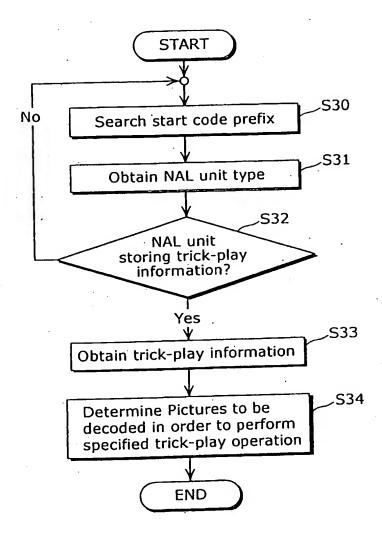
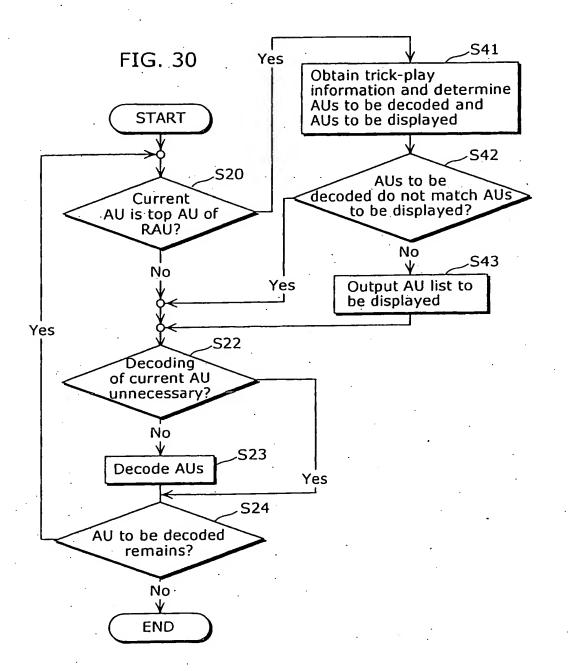
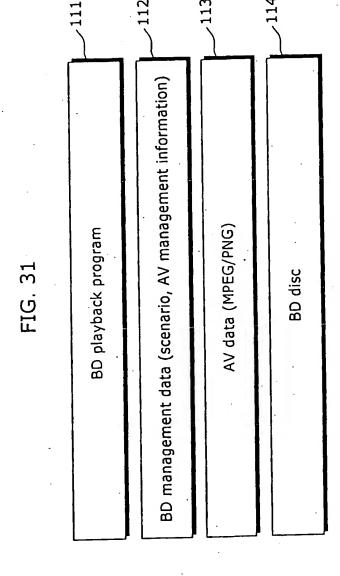
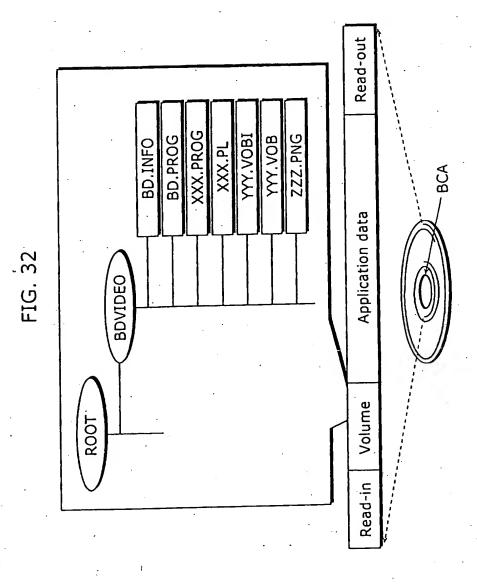


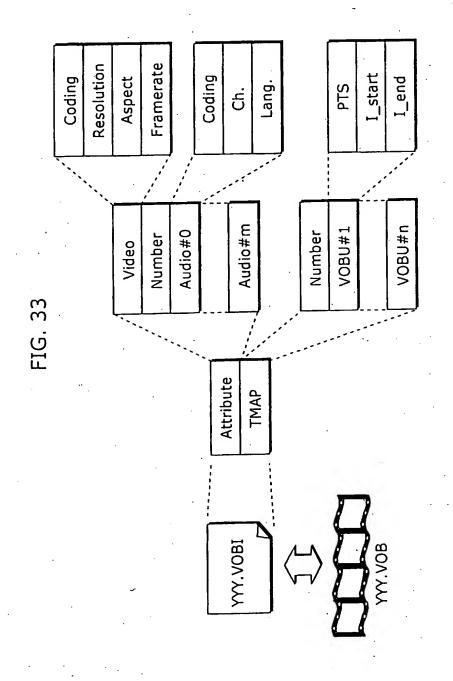
FIG. 29



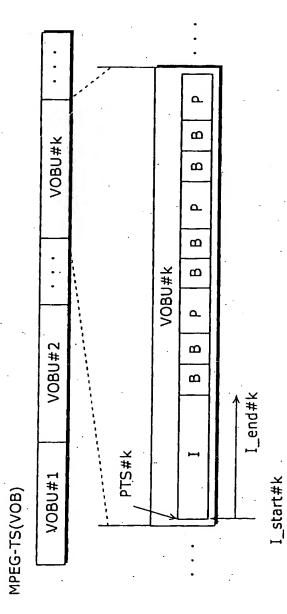


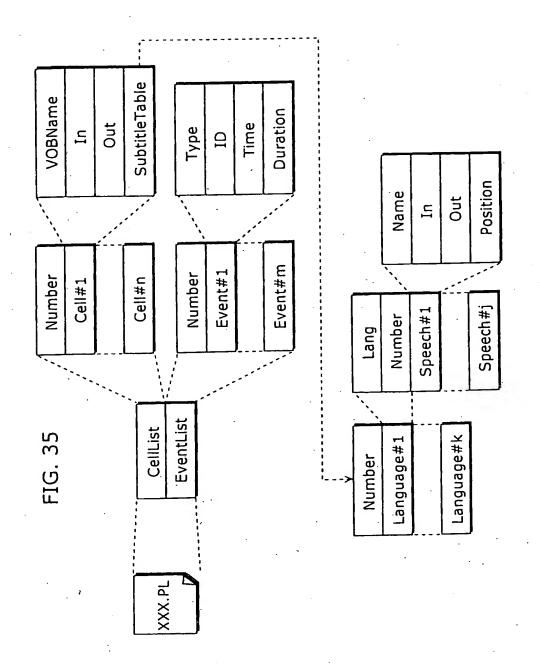


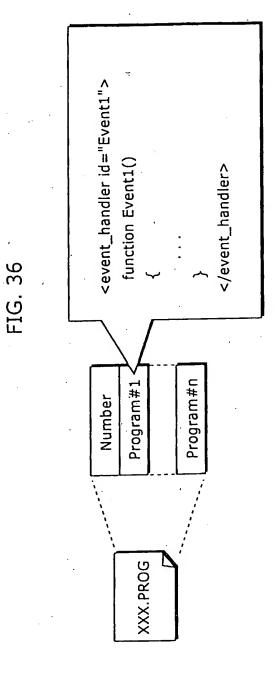


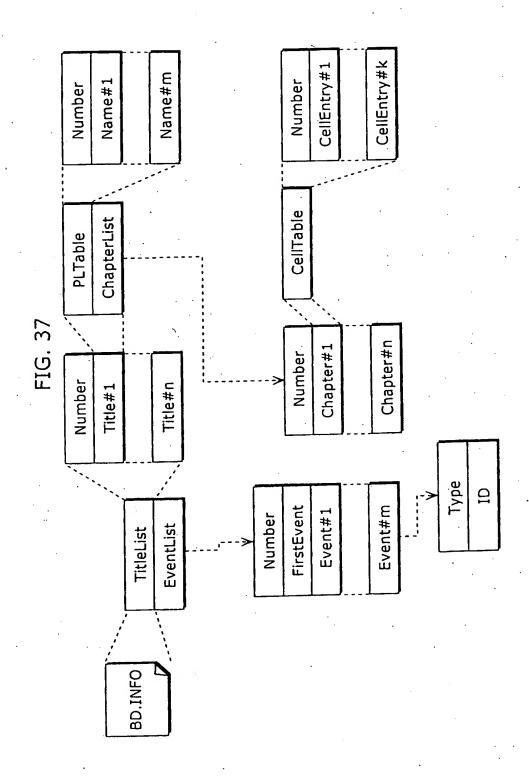


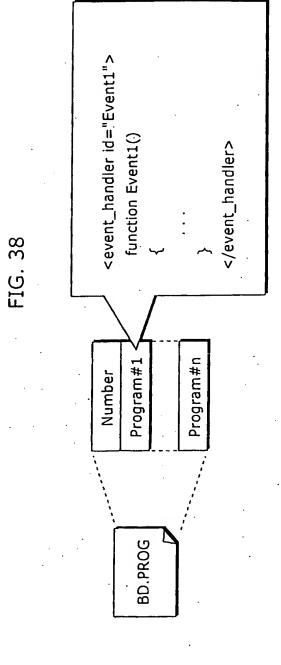




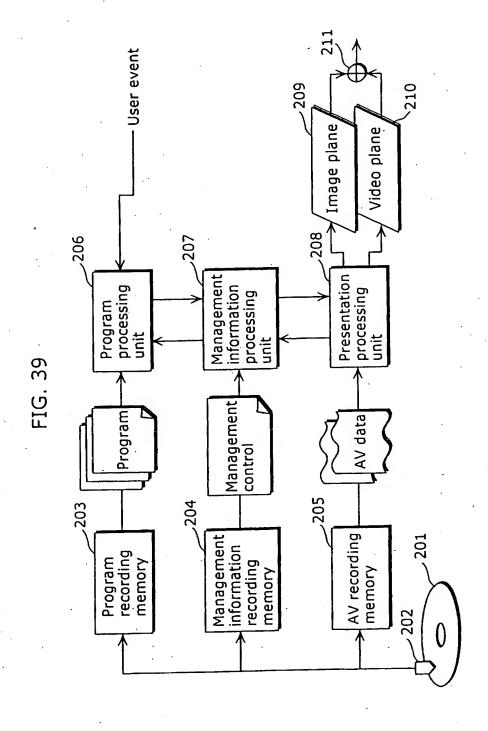








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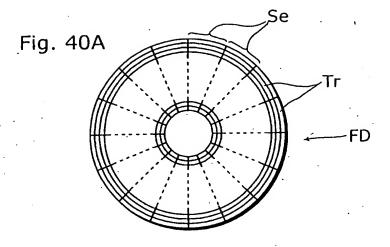


Fig. 40B

